BARSAIVE AT WAR: AN EARTHDAWN EPIC

Outline of Contents
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This campaign supplement brings war to Barsaive, as the various powers of Barsaive, including the ork kingdom of Cara Fahd, the t'skrang aropagoi of the Serpent River, and the troll crystal raiders all ally themselves with the Kingdom of Throal in an effort to completely drive the Therans from Barsaive.

The specific goal of this product is to directly involve player character groups in the events of the war against the Therans in Barsaive. The events described in this book will be slightly less structured than in **Prelude to War**, though the outcome of the various battles and fronts by which the forces of Barsaive wage war against the Therans will be assumed to transpire as we dictate. In this way, the specifics of many of the adventures and encounters the player characters participate in will differ, but the ultimate outcome of the war will be pre-determined by us (and will most likely result in the Barsaivian victory, but at a significant cost; more on this later).

The introductory material of this book will describe some of the events which have transpired since the events of **Prelude to War**, including any specific events described in the **Earthdawn** products that have been published since then (such as the growth of Cara Fahd, etc.). Also, like in **Prelude to War**, the introductory material will include a suggested timeline of events that gamemasters can use in their campaigns.

Beyond the **Introduction** and **How to Use this Book** type-information, this book will be comprised of several sections, each of which will deal with one of the fronts on which the war against the Therans is to be waged, or a specific event related to the war. These sections will be organized in much the same way as in **Prelude to War**, with each providing specific background information and characters associated with each, as well as adventure ideas and Adventure Frameworks which the gamemaster can use in his campaign, and an overview of any Loose Ends and possible sequels.

These are the sections that will appear in this book, though the specific contents of each are not final or definite at this point:

DECLARATION OF SEPARATION AND WAR

This section describes King Neden's attempt to gather the support of the leaders of Barsaive's other nations. He writes a Declaration of Separation and War which he then sends to the various rulers and leaders of Barsaive, asking each to sign it in support.

This provides adventure possibilities for the characters to act as messenger/couriers for the Kingdom of Throal, delivering Neden's Declaration in hopes of having each leader sign a copy of it.

The Declaration contains two parts; the first is a declaration to the Theran Empire that Barsaive is a free land, and is not a territory of the Theran Empire (similar to the Declaration of Independence). The second part is a declaration of intent to go to war against the Therans should they choose to ignore the first part. Neden is young and idealistic enough to hope that the Therans will see a unified Barsaive in support of this separation, and yield to the wishes of Barsaive. However, he also knows he has to be willing to back up his words with actions, thus the inclusion of the Declaration of War.

This section will include a sub-section for each nation/power in Barsaive (or at least each group of nations/powers, such as the T'skrang Aropagoi, and the Crystal Raider trollmoots), outlining any specific difficulties associated with contacting the nation, along with a description of their response or any provisions. These sub-sections will also include notes for the gamemaster when running adventures based on the characters delivering the Declaration to some of the various nations/powers of Barsaive, as well as delivering the Declaration to one or more of the Theran strongholds in Barsaive. A summary of the various nations and powers of Barsaive and their response to the Declaration is listed below.

Nation/City (Leader)	Response (Part One/Part Two)
The Liferock Rebellion (Omasu)	Yes/Yes
The Dragons of Barsaive (Mountainshadow)	Yes/Yes
Cara Fahd (Krathis Gron)	Yes/Yes
Blood Wood (Alachia)	Yes/No (provisional; won't commit forces, yet)
House V'strimon (Shivalahala)	Yes/Yes
House Syrtis (Shivalahala)	Yes/Yes
House T'kambras (Shivalahala)	Yes/Yes
House Henghyoke	NA (unable to contact)
House Ishkarat (Shivalahala)	NA (allied with Iopos)
House K'tenshin (Shivalahala)	NA (allied with Thera)
Crystal Raiders/Stone Claws (Kerththale)	Yes/Yes
Crystal Raiders/Swiftwind (Chief)	Yes/Yes
Crystal Raiders/Ironmongers (Chief)	Unwilling to Commit
Crystal Raiders/Thundersky (Chief)	Unwilling to Commit
Crystal Raiders/Bloodlores (Chief)	NA
Crystal Raiders/Blackfangs (Chief)	NA
Crystal Raiders/Rockhorn (Chief)	Yes/Yes (based on relationship with obsidimen)
Crystal Raiders/Skyseeker (Chief)	Unwilling to Commit
Iopos (Uhl Denairastas)	NA (they killed his father after all)
Kratas (Garlthik One-Eye)	Yes/Yes
Travar (Magistrates)	Yes/Yes
Jerris (Byth Vesten)	No/No (based on political pressure from Iopos)
Urupa (Council/Fellidra Jer)	No/No (based on pressure from People Across the Aras Sea)

THE THERAN'S REACTION

After obtaining all the signatures and support he's likely to get, Neden sends copies of this Declaration to the Therans at the Behemoth, Sky Point/Vivane, and to the island of Thera itself. The response, not surprisingly, is to ignore it. After the Battle of Prajjor's Field, the Therans are confident that they can withstand any Throalic military action, and are doubtful of the willingness of the other parties to get involved.

THROAL'S PLAN

Once war with the Theran Empire is inevitable, Throal's plan is to array the various forces against the Therans in such a way as to isolate the fortress at Lake Ban from support. The t'skrang do this by blockading House K'tenshin. Cara Fahd helps by cutting off land-based caravans from Vivane/Sky Point. The crystal raiders aid by raiding airships from Sky Point heading into Barsaive. The specifics of these efforts are described in the **War Fronts** and **Preparations for the Coming War** sections below.

WAR FRONTS

These sections describe the three main fronts on which the war against the Therans will be fought. Each will describe the forces of each side, some of the specific battles that will take place.

WAR ALONG THE SERPENT

This sections includes descriptions of the naval forces available to each of the parties involved in the battles along the Serpent River leading up to **The Siege of Triumph** (see below).

NAVAL FORCES

This section needs to describe the specific forces of each of the parties involved. Specifically, this section needs to provide the number and types of ships available to each House involved. This includes:

House V'strimon (Throal)
House Syrtis (Throal)
House T'kambras (Throal)
Scavians (Throal)
House K'tenshin (Thera)

House Henghyoke

House Henghyoke becomes involved later in the struggle against K'tenshin, and are revealed to be operating under orders from the Great Dragon Aban.

WAR IN THE SKIES OF BARSAIVE

This section includes descriptions of the airship forces available to each of the parties involved in the war. It also contains information based on the specific goals of disabling and/or stealing Theran airships, among them at least one kila, and information regarding the captured Theran vedettes, and the dragons 'Gift' to Throal in the form of mini-Loci that serve to power the ships. Lastly, this section will also introduce a new airship of the Swiftwind fleet, crafted almost entirely out of living crystal.

NAVAL FORCES

This section describes the specific airship forces of each of the parties involved. This includes:

Throal's Navy

4 galleons (2 recovered from the Throal Mountains (**Prelude to War**), 2 delivered from Jerris)
20 galleys (2 recently delivered, 1 from Jerris, 1 from Travar)
10 drakkars (2 recently delivered from Travar)

The Stolen Theran Airships (see Mini-Loci below)

5 vedettes captured by Aban
1 vedette recovered from Lake Ban (see **Prelude to War**)

Crystal Raiders

Stoneclaws: 10 drakkars
Swiftwind: 16 drakkars (plus the crystal ship)
Rockhorn: 8 drakkars

Note: This is as of the start of **Barsaive At War**. By the time of the assault on Sky Point, most of the other trollmoots will have joined also.

Theran Empire at Triumph

2 kilas (Righteous and Defiant)
3 vedettes (3 have been attacked/stolen by Aban)

Theran Empire at Sky Point/Vivane

3 kilas (Ascendancy, Regal, Prestige)
10 vedettes (6 mining, 4 combat)

OTHER COOL AIRSHIP RELATED STUFF

Beyond the normal airships of the Throalic navy and the crystal raiders, the Barsaivian forces also have a number of other ships on their side. These include the captured Theran airships and a crystal ship built by the Swiftwind trollmoot.

Captured Theran Airships

This section describes the captured Theran airships and provides specific information about how these ships are to be used by the Barsaivian forces.

Mini-Loci

While the Throalic forces (with help from the dragons) have managed to capture a number of Theran airships, they do not have a method for powering these ships, as they are designed to employ slave labor. The dragons offer a solution to this problem with large crystal and orichalcum devices that can power the ships. These are miniature versions of the Locuses that the Theran Empire have used to stabilize the world's magic level. Usun has created a number of these Mini-Loci, one for each of the captured ships.

But Won't the Players/Characters Want These Things for their own??

These Mini-Loci represent tremendous sources of magical power. However, the nature of these items are well beyond the understanding of ANY player character magician. ONLY the immortal elf magicians among the Heavenherds (or perhaps the most powerful Blood Warders) and the Dragons would be capable of using these. The Mini-Loci can be used ONLY for powering the Theran airships. Any attempt by a player character (or gamemaster character) magician at tapping the power of one of these will either fail outright (most often) or result in the immediate, irreversible, excruciating death of the character making the attempt. This is important, as we can't allow such powerful items to fall into the hands of the player characters.

The Crystal Ship

This section will introduce a new ship to the fleet of the Swiftwind moot, a ship constructed almost entirely of living crystal. This section will contain a description of this new ship.

This ship was constructed by Ulig Stoneshaper Firewalker, master Crystalsmith, and Sk'lag Prowjumper Rockfall, master Shipwright, with the help of Vo'tanna the Gray Woman (see **Crystal Raiders of Barsaive** for more information about these characters). It is highly resistant to fire cannon attack, is extremely fast and maneuverable, and contains several weapons of varying types. It contains most of the antipersonnel weapons recently developed by the crystal raiders, as well as a large-scale, spine-mounted cannon capable of firing crystal missiles large enough to destroy small airships (even vedettes). This weapon is similar to a large torpedo tube, carved into the hull of the ship along its spine. The missiles are 10 foot long crystal spikes lined with orichalcum. The ship can only carry 4 of these missiles.

WAR ON LAND

This section describes the land-based forces on each side who will participate in the battles and the war, including the Throal Army, troops from the Blood Wood, as well as many of ork tribes of Cara Fahd. It also includes brief descriptions of some of the larger battles that occur between ground forces prior to **The Siege of Triumph** and **The Assault on Sky Point**.

INFANTRY AND CAVALRY FORCES

Throal

2500 infantry
500 cavalry
500 mercenary soldiers (including Terath's Chargers)

Blood Wood

500 (1000) wardens

Cara Fahd

Metal Fist

Black Fang
Asok's Armbreakers
Thunderers
Rejruk's Foxes
Zarass' Chargers
Fists of Fahd
Righteous Vipers
Hankarr's Spears
Thunderborn Cavalry
Elf Eaters
Two-Hands Tribe

Total: 2,000 cavalry

Theran Empire at Triumph
2 Cohorts (960 soldiers)
12 Griffin Riders
16 Elementalists (5th Circle)

Theran Empire at Sky Point/Vivane
5 Cohorts (2400 soldiers) including the division stationed in Vrontok

PREPARING FOR THE COMING WAR

This section outlines the activities of the Barsaivian forces as they prepare for the coming war with the Therans. This includes efforts to isolate the Theran forces at Triumph, as well as other plans and activities pertaining to the build up to war. This section also include a number of Adventure Frameworks and Adventure Ideas that relate to Barsaive's preparations for war.

[This section includes much of the information that was originally in the War Fronts sections.]

ISOLATING TRIUMPH

The first step in the Theran's plan is to effectively isolate the Theran forces stationed at the behemoth fortress at Lake Ban. This goal involves a number of forces, including the t'skrang on the Serpent River, the crystal raiders, and the armies of Throal and Cara Fahd.

On Water

This section outlines the manner in which the t'skrang forces will isolate the Theran forces at Triumph. This includes a number of riverboat battles and assaults against K'tenshin villages (though not the aropagoi itself). These small attacks are meant to at first divert the K'tenshin forces away from the Therans. Eventually, the battles grow in size, to the point where the allied forces attempt to establish blockades between Lake Pyros and Lake Ban, cutting off the K'tenshin ships from reaching the Theran fortress.

After a number of these small battles, Houses V'strimon and Syrtis offer to cease hostilities if K'tenshin dissolves their alliance with the Therans. They also offer to renegotiate the Free Trade Compact at a future date, to grant House K'tenshin access to more of the river.

This section draws on heavily from the **Serpent River Sourcebook**.

Battles: This section should describe a number of the battles that will take places between the forces of House K'tenshin and the combined forces of Houses Syrtis/V'strimon/T'kambras (plus Scavians). For each battle, we should include any required information so that gamemasters could play out the battles using the **Ship Combat** system from the **Serpent River** sourcebook.

In the Skies

This section describes the efforts of the crystal raiders to cut off Triumph from any and all support and/or supplies arriving via airships from Sky Point/Vivane. This includes a number of airship battles and assaults against Theran airships. At first these attacks are conducted primarily by the Stoneclaws, Rockhorn and Swiftwind trollmoots. However, as the frequency of these attacks increases, the Therans respond by increasing the number of ships sent from Sky Point/Vivane towards Triumph. This increase in Theran activity prompts some of the other trollmoots to attack as well. This leads to the **Trollmoot Summit at the Crystal Span** (see **Adventure Ideas** below).

This section draws on heavily from the **Crystal Raiders of Barsaive** sourcebook.

Battles: This section should describe a number of the battles that will take places between the airships of the crystal raiders and those of the Theran Empire. For each battle, we should include any required information so that gamemasters could play out the battles using the **Ship Combat** system from **Crystal Raiders of Barsaive**.

On Land

This section outlines the efforts of the Throalic army, along with ork tribes from Cara Fahd and elsewhere to isolate the Theran forces at Triumph. This includes a number of battles and assaults against Theran merchant, supply, and slave caravans across Barsaive.

This section draws on heavily from the **Cara Fahd: The Ork Nation** sourcebook.

Battles: This section should describe a number of the battles that will take places between the forces of Cara Fahd and those of the Theran Empire.

ADVENTURE IDEAS

The following adventure ideas and Adventure Frameworks all take place before The Siege of Triumph. Some of these adventures are pivotal in the success of the attack on the Theran fortress.

WAR ON THE SERPENT RIVER

Couriers delivering the terms to House K'tenshin

Capture of House K'tenshin warship (used in the capture of the Kila)

Witness of transport of Blood Elf troops from Kaer Eidolon (after **The Theft of the Everliving Flower**).

IN THE SKIES OF BARSAIVE

Delivering the Loci

The player characters are contacted by agents of the great dragons to deliver a shipment of containers from the Liaj Jungle to the Mist Swamps. These containers hold the Mini-Loci developed by the dragons to a cave in the eastern tip of the Twilight Peaks, very near the Mist Swamps where the stolen/captured vedettes are being held.

The Capture of A Kila

The Throalic forces attempt to capture one of the two kilas stationed at the behemoth. The target is the Defiant, the kila which is most often found patrolling the South Serpent River. Using a stolen K'tenshin ship as a decoy, t'skrang from House V'strimon and House T'kambras stage an 'assault' against the K'tenshin ship, in order to draw the kila closer. As it approaches, all the t'skrang ships attack just as a combined fleet of crystal raider and captured Theran vedettes approach, overpowering the kila's crew. The characters are aboard one of these ships during the attack, and play a key role in taking command of the ship and freeing its slaves. The characters also have a slightly-larger-than-normal Mini-Locus with them, one capable of powering the kila. Alternatively, one or more great dragons may be part of this battle.

Trollmoot Summit at the Crystal Span

After the increasing numbers of battles against Theran airships in the skies of the Twilight Peaks have brought some of the other trollmoots into the struggle against the Therans, the chiefs of the Stoneclaws,

Swiftwind, and Rockhorn moots call for a summit at the Crystal Span (see Crystal Raiders of Barsaive), to ask that the remaining moots join in the coming assault on Sky Point. The characters can be involved in this adventure as representatives of the Throalic forces, or as escorts for General Ilmorian.

WAR ON LAND
Against the Iron Legacy (Andrew Ragland)

THE EVENTS OF BARSAIVE AT WAR

The following is a description the events to be included in **Barsaive At War: An Earthdawn Epic**. These event take place in between the battles and adventures described in the above War Front sections. The Introduction of the book will include a possible time line that lists the order of the battles, events, and adventures.

For each event below, there is a brief description, along with listings of important characters , hints, clues relating to the event, possible adventure ideas based on the event, possible outcomes of the events, and potential future product tie-ins.

THE THEFT OF THE EVERLIVING FLOWER

This section describes the event which instigates the Blood Wood's involvement in the war in Barsaive. Agents of the great dragons of Barsaive penetrate the Elven Court and Alachia's Palace and steal the Everliving Flower (see **Mists of Betrayal**, **Denizens I**, and **The Blood Wood**), leaving evidence that implies the Therans are responsible for the theft. This outrages Alachia, who sends blood elf troops to join those of Throal in the siege of the Behemoth at Lake Ban (see below).

This event, while significant in terms of consequences, is rather limited in scope, and will feature only 1 adventure framework, described under the section entitled **The Story,** below.

It is only after the behemoth has been defeated and claimed by Barsaivian forces that Alachia learns the truth, namely that the Everliving Flower was stolen by agents of the dragons, and remains in dragon hands.

Note: This event takes place **before** the siege of Triumph.

Background

The Everliving Flower is an ancient magical artifact from the Age of Dragons. Created by the great dragons, the Everliving Flower is able to divine if a subject pricked by its thorns is an Immortal Elf (or if they have dragon blood, thus it might work on members of the Denairastas family). When a viable subject is pricked by one of the Flower's thorns, the flower turns a bright red color, otherwise it remains dark red, almost black in color.

After the rebellion against the dragons in the Second World, immortal elves captured the Everliving Flower, kept safe from its rightful creators/owners. For years the Everliving Flower resided in Shosara, until as a gesture of loyalty, the elves who held it sought to deliver it to Alachia, the Elven Queen at Wyrm Wood. Somehow the Everliving Flower was lost enroute, and disappeared for a time. It later turned up in the ruins of Parlainth, having been found by a group of adept adventures. It was later returned to Queen Alachia, as portrayed in the **Earthdawn** adventure **Mists of Betrayal**. It has remained in Alachia's care ever since.

The Story

The dragons have a number of agents loyal to them among the Theran military forces in Barsaive. The dragons will call upon these agents to help in the theft of the Everliving Flower. Aided by a drake servant of one of the great dragons (most likely Mountainshadow) and using one of the stolen Theran vedettes, these Theran agents steal the Everliving Flower, leaving in its place a magical item called the Rose Crystal. This is another ancient magical artifact from the Second World, also of importance to the immortal elves. Leaving the Rose Crystal in place of the Everliving Flower is part of an elaborate ritual (similar to the ritual/game that Harlequin and Erhan the Scribe 'play' in the **Shadowrun** adventure

Harlequin). This is a clear sign that the Therans have stolen the Everliving Flower. This is all the prompting Alachia needs to commit her forces to the battle against the Therans in Barsaive.

Once they obtain the Everliving Flower, the dragons' Theran agents must then deliver it to Mountainshadow. Realizing that Alachia will do all that is within her power to retrieve the Everliving Flower, the dragons' agents employ a scatter-move technique to ensure its safe delivery to Mountainshadow. The dragons hire 5 sets of adepts, giving all 5 groups the same mission; pick up and deliver a strong box to a specified location. Only 1 of the 5 groups will hold the real Everliving Flower, the others containing duplicates (good, but alas not good enough to fool Alachia). The characters are one of these groups.

The characters are hired by agents they know to be working with the dragons (or perhaps agents of the Liferock Rebellion or even the Eye of Throal) to pick up a strong box at a designated location and deliver it to a specified location in the foothills of the Dragon Mountains. When they arrive at the pick-up spot, the characters are met by soldiers wearing Theran military uniforms. The characters also see a small Theran airship (a vedette) grounded not too far from away. After taking possession of the strong box (after what is likely to be a tense discussion with the Therans), the characters make their way towards the Dragon Mountains. [NOTE: The characters should be on foot or mounted, NOT in an airship, as it would make things too easy.] Along the way, the characters are pursued by blood elves ordered by Alachia to retrieve the Everliving Flower. The adventure ends with the characters arriving at the specified drop-off point, only to be confronted by more blood elves. During the battle that ensues (since the blood elves attack the characters), agents of the dragons arrive (including at least one drake), helping the characters defeat the blood elves and claim the strong box.

But What If The Characters Don't Make It: The strong box carried by the characters is only 1 of 5 like it. If the characters are killed along the way, or if the blood elves capture the strong box, it was a decoy, and the real strong box is safely in Mountainshadow's hands. If they make it, the characters (and players) never need know the truth. Also, the characters are not told the contents of the strong box, and attempts to open the strong box are VERY difficult.

Important Characters

Theran Agents
Dragon Agents
Blood Elves (who pursue the characters)

Hints, Clues, Foreshadowing

The Blood Wood

Possible Future Product Tie-Ins

This event, after tricking Alachia into devoting troops to the battle against the Therans, greatly angers Alachia (as well as some of the other Immortal Elves within the Blood Wood). This can then trigger future conflict between Elves and Dragons, or between the elven nation-states vying for control of the Elven Court.

THE TAKING OF JERRIS

In this section, the forces of Iopos take control over the city of Jerris, essentially claiming the city as part of their territory.

The Denairastas clan strikes a bargain with Byth Vesten (Magistrate of Jerris), arranging a peaceful alliance with the city. Iopos offers to work to free the city from the ash-like smoke from the Wastes in exchange for their alliance and an agreement to sever ties with Throal. Though supposedly an alliance, it quickly becomes evident that Iopos has in truth taken over the city.

When the forces of Iopos arrive, they have with them several hundred troops, and a few drakkars from the Firescale trollmoot of the Scol Mountains.

This event takes place just after the Jerris shipyards have delivered a second galleon and a galley to the Kingdom of Throal.

Important Characters

Byth Vesten

Denairastas Scion (sent to ensure Jerris lives up to the agreement)

Hints, Clues, Foreshadowing

Crystal Raiders of Barsaive (description of Iopos' control of Scol Mountains and surrounding territory)

Possible Adventure Ideas

The characters are in Jerris when forces from Iopos arrive, and must escape to get word to Throal

The Eye of Throal has reason to suspect that the Denairastas are planning on making a move towards Jerris. The characters are sent to investigate, but arrive just after the forces of Iopos.

Possible Future Product Tie-Ins

Jerris sourcebook

Sourcebook on the forces/regions controlled by Iopos/Denairastas

THE RETURN OF AARDELEA

This section describes the return of Aardelea to Barsaive, after being freed from captivity in Creana by agents working for Mountainshadow/Icewing. Unfortunately, these agents are pursued by Theran forces, and all but one are killed before reaching Barsaive.

Like the Theft of the Everliving Flower, this event is small in scope, though its consequences are significant. This section should only include one adventure framework, described below.

The characters encounter the last surviving agent and Aardelea, and must escort the girl to one of the dragons' lairs. They are pursued by Theran agents, and possibly even run afoul of some agents from the Holders of Trust. Before the characters are able to reach one of the dragons' lairs, the characters are set upon by the Outcast dragon, who abducts Aardelea and makes off with her.

Important Characters

Aardelea (who might have slightly different powers or appearance)

Holders of Trust

The Outcast Dragon

Theran Adepts

Hints, Clues, Foreshadowing

Dragons sourcebook (which reveals that Aardelea has been rescued/escaped)

Possible Future Product Tie-Ins

Sourcebook on forces of Denairastas/Iopos

THE SIEGE OF TRIUMPH

This section describes the first of two major campaigns in the war against the Therans in Barsaive. In this case, the goal is the capturing of the Behemoth at Lake Ban. This campaign involves combat on three fronts, in the air, on land, and (to a lesser degree) from the Serpent River.

The siege of Triumph begins after the forces of Barsaive have cut off supplies from reaching the fortress. It begins with a gathering of ground forces near Prajjor's Field, consisting primarily of the Throalic army, together with mercenary units in the employ of Throal, as well as a contingent of blood elf soldiers. This force moves towards the fortress, engaging any Theran troops they encounter, including Theran patrols as well as any Theran caravans traveling through the area. As the ground troops close in on the fortress, a group of Theran airships, piloted and crewed by crystal raiders approach. Behind them, 2 dozen crystal raider drakkars approach slowly. At the same time, t'skrang riverboats of Houses

V'strimon, Syrtis, and T'kambras approach the shore of Lake Ban, and begin bombarding the fortress with fire cannons. All the while, a group of adepts (the player characters) must infiltrate the fortress, taking the final steps before the siege begins in earnest.

AIRSHIP/RIVERBOAT ASSAULT

The first wave of airships to approach the behemoth are a group of five Theran vedettes, piloted and crewed by crystal raiders of the Stoneclaws, Swiftwind, and Rockhorn moots. These are the ships captured by the great dragon Aban over the last several months. They are powered by special magical batteries (Mini-Loci, see War in the Skies of Barsaive, above). Upon capturing these ships, Aban anchored spells into their hulls that allow them to pass through the True Air dome surrounding the behemoth. By the time the Therans in the behemoth realize these are in fact the captured ships and not manned by their soldiers, the airships will be over the fortress, at which point the crystal raiders on board will disembark, jumping down into the fortress and engaging the Therans in battle.

Once the crystal raiders have jumped into the fortress from the Theran airships, their pilots may attempt to use the ship as battering rams against the walls and towers of the fortress. At most only one or two of the ships will be used in this way, as they are needed for the assault on Sky Point.

Crystal Raiders

Behind the vedettes, 2 dozen crystal raider drakkars slowly move towards the fortress. They must wait for the True Air dome to be taken down before they can move closer to the fortress.

Throal's Navy

As the crystal raider ships approach and attack from the south and west, the ships of the Throal Navy approach and attack from the north.

Riverboats

As the captured Theran airships move over the fortress, a dozen t'skrang riverboats open fire against the fortress. This assault is largely a distraction and diversion, meant to occupy the Therans, while the other forces continue their advance.

Theran Retaliation

Shortly after the Therans realize the approaching ships are not their own, they launch a counter-attack, engaging both the captured Theran ships as well as the crystal raider ships in ship-to-ship combat.

INFILTRATION

Key to the success of the siege is the infiltration of the fortress by a team of adepts. These adept commandos have three primary tasks, in order of importance. First, disable the True Air dome surrounding Triumph. The dome is sustained through a series of 8 Anchored spells (or some other similar effect) around the perimeter of the fortress. If any three of these are spells are dispelled or disrupted, the dome will collapse, allowing enemy airships to approach the behemoth.

Second, the adepts must make their way down into the slave pits below the fortress, to the Ayodhya Liferock, and perform a certain ritual spell (provided to them by Omasu, courtesy of the Fellowship of Night, see below).

Third, if possible, open the gates on the north and east walls of the fortress.

If at all possible, the player characters should be the adepts who undertake this mission.

THE OBSIDIMEN AND THE LIFEROCK RITUAL

The biggest surprise awaiting the Therans within the fortress is based on the success of the characters' second objective, performing a ritual spell down in the slave pits near the Liferock.

After learning of the Fellowship of Night, Omasu, through the agents of his Liferock Rebellion, sought out these nethermancers, not to destroy them, but to seek their aid. Given their centuries of studying a liferock, Omasu hoped the Fellowship might be able to offer some help in either freeing the

trapped obsidimen of Ayodhya, or at least driving the Therans away. Offering the Chain of Skulls in return for their assistance, Omasu was easily able to gather the support of the Fellowship to his side against the Therans. This has also led the Rockhorn trollmoot of the Delaris Mountains to join with the allied forces of Barsaive against the Therans.

Though unable to save the trapped obsidimen, the Fellowship, with the aid of obsidimen elementalists belonging to the Liferock Rebellion, created a complex ritual spell that when cast upon two Liferocks, allows obsidimen to enter one, and emerge from the other. Omasu has gathered over 2 dozen obsidimen warriors and magicians who will make the journey from a Liferock in the Delaris Mountains to the Ayodhya Liferock beneath the fortress.

A group of adepts (hopefully the characters) must infiltrate the fortress and make their way down to the slave pits near the Liferock and cast this ritual spell. Once complete, the spell allows the obsidimen to emerge from the Liferock and assault the Therans from within. In addition, they, along with the adepts, can also incite a slave rebellion, adding 200 hundred or more slaves to their forces.

THROAL'S ASSAULT

As the Throal ground forces approach, General Carinci attempts to drive them off using aerial assault. The captured Theran airships and crystal raider ships, joined by the Throalic navy, intercept this force, leaving the ground forces to push towards the fortress.

When Carinci sees the Throalic forces continuing towards the behemoth, he orders Theran infantry to engage them in battle. The airships of the Throalic navy and the crystal raiders, vastly outnumbering the Theran airships, provide air support to the advancing ground troops. Eventually, the Throalic ground forces, who also outnumber the Theran soldiers, drive through the Theran ground troops, and reach the behemoth, and enter through the gates on the north and east sides, joining the crystal raiders already inside the fortress, and the obsidimen warriors and slaves in battle inside the fortress, as the airship battle rages on above. As the Throalic forces begin to overpower the Therans, General Carinci, realizing the battle is lost, boards his kila (the Righteous) along with Azim Keel and a handful of other officers, and escapes, heading due south, with an intended destination of the island of Thera. As their commanders flee, the remaining Therans attempt to flee and/or surrender. Some flee on the remaining mining vedettes, while most flee on foot (or horse) Those that flee do so through the gate in the west wall, left open to allow just such a retreat. However, these Therans do not make it far before running into the rest of the blood elves.

THE SLAUGHTER OF WILLOW'S GROVE

After learning of the theft of the Everliving Flower at the hands of the Therans (or at least at who she *thinks* are the Therans), Alachia agreed to commit her forces to battle the Therans in Barsaive, at least in an assault on the behemoth. Alachia devotes a substantial number of blood elf troops, mostly wardens (but also a handful of Blood Warders) to the effort against the Therans. These troops are transported mostly by riverboats of House Syrtis, from Kaer Eidolon near the Blood Wood, down to a number of V'strimon villages along the northern stretch of the Coil River. However, Alachia's anger would not be satiated by allowing the Therans at the behemoth to retreat, so she ordered her soldiers to slaughter any Therans on sight, down to the man if possible.

When the troops assemble to move towards the behemoth, the number of blood elf troops appears to be considerably smaller than what was first thought. Upon the evacuation of the behemoth, the reason for this discrepancy is discovered. The route the retreating Therans take heads west from the Liferock, through a light forest. The edge of this forest is an area called Willow's Grove. When the Theran's reach this grove, they are met by hundreds and hundreds of blood elves and dozens of thorn men, who attack the Therans mercilessly, slaughtering any and all who try to escape. After this slaughter, the blood elves simply retreat into the forest, and head back to the Blood Wood. This is Alachia's retribution against the Therans for their affront at stealing the Everliving Flower, but was kept secret from Neden and his advisors.

This attack is a surprise not only to the Therans, but also to the rest of the assembled forces, who are appalled at the actions of the blood elves. When questioned about it, the elves simply respond that they were following the orders of their queen.

THE DEATH OF KING NEDEN

Sometime during or just after the siege of Triumph, King Neden is killed, either by Theran soldiers, or perhaps by agents from Iopos (most likely the latter). This death serves two purposes; first it strengthens the resolve of the allied forces of Barsaive and second, it eventually leads Throal to civil war, as the noble Houses fight about who is to be the next King of Throal.

The specifics of his death, including the responsible party, are undecided at this time.

Option

As an alternative, Neden might survive The Siege of Triumph and participate in The Assault On Sky Point. In this case, it might be cool if he somehow disappears into one of the Horror Clouds and is though to be lost forever. This gives us the opportunity to bring him back, potentially as corrupt and Horror-enslaved.

AFTER THE SIEGE

After the siege, the gathered forces (excepting the blood elves) assemble for the journey to Vivane and Sky Point. The ground troops board the airships of the Throal navy, along with the remaining captured Theran airships (including the captured kila, see **Adventures Ideas** in **Preparations for the Coming War**), and an armada heads out from Lake Ban towards southwest Barsaive, where the orks of Cara Fahd and drakkars of the crystal raider trollmoots are gathering for the siege on Vivane and Sky Point. Speed is of the essence, as the Barsaivian forces can't afford to allow the Therans to send for reinforcements. If the assault on Sky Point is to succeed, they must move quickly.

Important Characters

King Neden I of Throal
General Nikar Carinci
Azim Keel
Blood Elf Leader (of the Talshara ranelle)

Hints, Clues, Foreshadowing

Bits and pieces of this have been foreshadowed in **Crystal Raiders of Barsaive** and the **Dragons** sourcebooks.

If the characters participate in the adventure idea in **War Along The Serpent River** in which they witness the transporting of blood elves in t'skrang riverboats, they may notice that the number of elves assembled with Throal's army seems to be significantly less than the ships they witnesses would suggest. The majority of the blood elves are hiding within the forest of Willow's Grove, waiting in ambush for the Therans.

Possible Adventure Ideas

Obtaining the Chain of Skulls (perhaps from Theran agents)
Delivering the Chain of Skulls to the Fellowship of Night
Delivering Ritual magic materials to the launching Liferock.
Infiltrate the Behemoth
    Deactivate the True Air Dome
    Enact the Ritual spell that allows the obsidimen to emerge from the Liferock.
Escorting supply caravans to the gathered forces near Triumph

Possibilities for Character Involvement

Onboard the Theran Airships

Onboard the drakkars
Among the Ground Forces

Possible Outcomes

The Slaughter of Willow's Grove causes the True Pattern of that place to undergo a change, as it is now the site of a massive slaughter.

Possible Future Product Tie-Ins

The death of King Neden will likely result in civil war in Throal, which could be the focus of a product that deals with the possible consequences of this.

The final outcome of the behemoth is a topic that might be worth exploring. It could be taken over by Throalic forces, t'skrang, or even by Omasu and his Overland Trading Company. The behemoth is effectively stuck, and can't be removed, and the elemental mining has all but destroyed the Liferock, but the fortress is largely still intact.

THE FALL OF VIVANE

Realizing that driving the Therans from both Vivane and Sky Point is likely beyond the resources and capabilities of the Barsaivian forces, the great dragons plan to take care of Vivane, allowing the Barsaivian alliance to concentrate their efforts on Sky Point.

The dragons' plan is to move the Horror Cloud currently at Stormhead in Vivane Province (p. 39, **Vivane Province** book in the **Sky Point and Vivane Campaign Set**). The dragons have a Cathay dragon investigating the possibility of this. This dragon is Named Dvilgaynon, and has taken on a disguise as a human magician from Cathay who came to Barsaive along with Krathis Gron upon her return.

Dvilgaynon's study of the cloud has revealed less than the dragons had hoped, and they have resorted to using ritual magic to move the cloud. This is decision that is not taken lightly by the dragons, as the use of ritual magic among them has been forbidden since the Age of Dragons.

A number of dragons gather near Stormhead to enact the ritual that will uproot the cloud from Stormhead, and start it on its path towards Vivane. These include Dvilgaynon, Mountainshadow, Usun, Icewing, and Vasdenjas.

THE ARRIVAL OF VESTRIVAN

As the dragons begin to enact the ritual spell they hope to use to move the Horror Cloud, a new dragon appears, dropping down from the clouds. It is Vestrivan, the Horror-corrupted dragon and brother to Vasdenjas. Vestrivan's long association with the Despoiler of the Land has provided him vast knowledge of the Horrors, knowledge that can prove instrumental in the success of the dragons' ritual.

However, as the dragons proceed with their ritual, they soon realize that it is not sufficient for the task. As the dragons begin to contemplate using stronger magic, Vestrivan flies into the Horror Cloud, channelling more of his magic against the cloud from within. With Vestrivan's added magical strength and knowledge of the horrors, the ritual is successful, and with a enormous thunderclap, the cloud slowly moves to the south, away from Stormhead, on a straight line to Vivane.

The fate of Vestrivan after he flies into the Horror Cloud is uncertain, and we'd like some ideas about this. Some of the ideas we've had include him disappearing forever, ultimately winning his battle against the Horror inside him, or possibly flying out of the cloud, purged forever of the Despoiler of the Land. It is also possible that Vestrivan might emerge from the cloud entirely consumed by the Horror. Regardless of the specific fate of Vestrivan, his sacrifice to the efforts of the dragons inspires Vasdenjas, and persuades the dragon to join the amassed forces of Barsaive in the siege of Sky Point (see **Death of a Dragon**, under **Desperate Measures** below).

Once the Horror Cloud begins its journey towards Vivane, it will arrive in 3 days. In that time, the characters should try to reach the city (as well as any unfortunate towns or villages along the way) and warn them of the disaster that is coming (see **Adventure Ideas** below).

WHAT IS THE HORROR CLOUD?

Good question.

One thing we do know is that the Cloud contains within it a 'permament' opening into astral space. Beyond that, there are lots of possibilities that might be fun.

One possibility is that the cloud the gateway into astral space coincides with a gateway to one of the netherworlds. The astral space that corresponds to this netherworld (probably NOT the homeworld of the Horrors) is particularly corrupt, leading to the corruption o the astral space surrounding the Horror Cloud. If this could be moved, it would in effect be a portable region of corrupt astral space.

Some other questions we need consider about the cloud include:

- Is it home to only 1 (big) Horror, or multiple Horrors?
- Is this Horror (or Horrors) something new or unique, or is it of a type that's familiar?
- When the cloud breaks up into a bunch of small clouds (see below), can they rejoin, or is the split perament?

We'd like to get some ideas about the nature of this cloud from you, including any answers you come up with for the above questions.

Regardless of what the cloud is, when it is set loose from Stormhead, it will be similar to a REALLY big tornado (F5) cutting a swath a mile wild across the landscape, slowly moving towards Vivane.

ARRIVAL AT VIVANE

When the cloud reaches Vivane, it slowly encompasses the city, killing (or a least *seriously* damaging) anyone and everyone caught in it's wake. It also wreaks havoc on the physical structure of the city, melting buildings, burning holes in the ground leading to the underground catacombs. Even the magical defenses built by the Therans are no match for the cloud. Instead of withstanding the effects of the cloud, the magical energy held in the walls and defenses strengthen the effects of the cloud, wreaking the worst damage on the Theran Quarter. As the cloud moves to completely (or at least mostly) cover the city, it ceases its movement, remaining stationary over the city. It will remain over the city until the Theran magicians on Thera channel a pulse of magical energy to the city and to Sky Point (see **Desperate Measures**, below), at which point a massive magical explosion will occur, shattering the cloud into a number of small individual clouds, and permanently corrupting the astral space surrounding Vivane.

Important Characters

Dvilgaynon (Cathay dragon currently in Cara Fahd)
Vestrivan (Horror-Corrupted dragon)
Mountainshadow
Usun
Icewing
Vasdenjas

Hints, Clues, Foreshadowing

Dvilgaynon is described in **Cara Fahd: The Ork Nation** (and is mentioned investigating the possibility of moving the Horror Cloud)

Possible Adventure Ideas

Delivering ritual magic materials to the dragons assembled near Stormhead.

An attempt by the characters to warn towns and villages in the path of the Cloud of its approach.

An attempt by the characters to warn some of the populace of the city before the cloud arrives.

• The Horror Cloud of Stormhead

The characters are hired by agents of the dragons to deliver a package to a human Named Dvilgaynon near Stormhead in Vivane Province.

When they arrive, the find themselves among a number of great dragons, who, under the direction of Dvilgaynon, begin to enact ritual magic to attempt to move the Horror Cloud. When it appears their

efforts are likely to fail, Vestrivan appears and using his superior knowledge of Horrors and Horror magic, is able to succeed in moving the Horror cloud from Stormhead, on a direct course for Vivane.

• **Heralding the Arrival of the Horror Cloud and the Fall of Vivane**

The characters must race ahead of the Horror Cloud, warning the people who live in towns and villages in the cloud's path of it's imminent arrival. They must also reach Vivane before the Horror-Cloud reaches, and warn the Barsaivian Resistance, as well as anyone who will listen, that they must flee Vivane before the Horror Cloud arrives.

Possible Future Product Tie-Ins

The explosion of the Horror Cloud combined with the magical surge turn Vivane into a magically-corrupt ruins, almost on a par with Parlainth. Hundreds if not thousands of citizens are caught in the city when the magical pulse causes the cloud to implode. These people are instantly killed, but then reborn as undead creatures of varying types, allowing us the possibility to produce a sourcebook detailing this City of the Undead.

THE ASSAULT OF SKY POINT

This section describes the second and last of the major campaigns in the war against the Therans in Barsaive, specifically an assault on the Theran base at Sky Point, with the ultimate goal of destroying and collapsing Sky Point.

The Assault of Sky Point begins after the forces of Barsaive have driven the Therans from Triumph, and after they have gathered together near Sky Point. It begins with a gathering of ground forces just north of Sky Point, consisting primarily of infantry and cavalry from Cara Fahd, together with Throalic infantry and mercenary units that have arrived via airship after the siege of Triumph. In addition to the ground forces, there is also an airship fleet consisting of Throal navy ships, crystal raider drakkars and captured Theran ships, as well as a small number of dragons, the great dragon Vasdenjas among them. Inspired by Vestrivan's efforts in helping the dragons move the Horror Cloud from Stormhead to Vivane, Vasdenjas has decided to join the assault on Sky Point. This force moves towards Sky Point, engaging any Theran troops they encounter, including Theran patrols as well as any Theran caravans traveling through the area.

Before the assault begins, the characters should attempt to infiltrate Vrontok, and alert the citizenry of a coming battle in hopes of evacuating the city. See **Possible Adventure Ideas** below.

GROUND ASSAULT

The ground assault against Sky Point is largely a secondary measure, intended to augment the airship assault, and to act as a stop-gap against any Theran ground troops moving north into Barsaive. A few small units advance closer to Sky Point than most, using fire cannon and other siege weapons to attack the Theran soldiers on the ground beneath Sky Point, specifically those troops in Vrontok.

Battle in the Shadow of Sky Point

Eventually, as happened in the siege of Triumph, the approach of the combined armies of Throal and Cara Fahd prompt the Therans to send out troops to confront the advancing soldiers. This takes place only later in the battle, after the airship battle has waged for a while with the overwhelming numbers of the Barsaivian ships wearing down the crews of the Theran ships.

The Attack from Grimeye's Crossing

When word of the gathering of Barsaivian forces reaches the Theran outpost at Grimeye's Crossing, the troops there join forces with other Theran troops to mount an attack against the ground troops, striking from the north, 'behind' the Barsaivian troops. This attack draws the attention of a significant portion of the ground forces, but is little more than a distraction, given the massive numbers of Barsaivian troops.

AIRSHIP ASSAULT

The airship assault against Sky Point is the main focus of the siege, and the Barsaivian fleet takes advantage of the number and variety of ships they have at their disposal. Each portion of the fleet takes a different role in the assault.

Captured Theran Airships

The captured Theran ships, including the kila make the first approach towards Sky Point, and establish a perimeter around the platform, with the aim of intercepting any Theran airships launching from Sky Point. When the Throalic fleet begins its assault on the towers and palace (see **Throalic Navy**, below), the crystal raiders on board these ships begin to attack the pillars using the ships' fire cannon. This will come as a big surprise to the rest of Barsaive's forces, as they believe the goal of the battle is to captured Sky Point. The crystal raiders wish to destroy Sky Point, and this is only the first step (see **The Crystal Ship**, below for more).

By this time, many of the magical defenses of the fortress have been sabotaged by a group of adepts using information captured by the Barsaivian Resistance in Vivane (see **A Message to Vivane** in **Sky Point Adventures**).

Crystal Raiders

Once a perimeter has been established around Sky Point, dozens of crystal raider drakkars, including drakkars from nearly all the trollmoots of the Twilight Peaks and Thunderaxe's Cleavers from Cara Fahd (see **Cara Fahd: The Ork Nation**), launch a raiding-style attack, swooping down towards the platform, dropping crystal raiders to battle the Theran troops, and attacking directly with various anti-personnel ship weapons (see **Crystal Raiders of Barsaive**).

Throalic Navy

The remainder of the fleet, consisting mostly of the Throalic navy's large ships, takes position just beyond the perimeter established by the captured Theran ships, and begin an attack on the towers and Sky Point Palace. By this time, many of the magical defenses of the fortress have been sabotaged by a group of adepts using information captured by the Barsaivian Resistance in Vivane (see **A Message to Vivane** in **Sky Point Adventures**).

If and when any of the Theran airships docked at Sky Point make it past the perimeter, the Throalic navy ships engage them in combat.

The Crystal Ship

The crystal ship, the newest addition to the Swiftwind trollmoot's fleet, remains in position with the Throalic navy ships, as its size and maneuverability are not appropriate for the raiding-like strikes of the crystal raider drakkars. It joins with the Throalic ships in attacking the towers and Sky Point Palace until Theran ships make it past the blockade, at which point it engages the Theran ships in battle. The ships is devastating in battle, resistant to most of the Theran's firepower, and using its spine-mounted cannon to shatter and crack Theran vedettes in half.

This weapon shoots massive crystal missiles that shatter on impact, raining shards of living crystal on the area below. The ship can only fire this weapon four times, but the amount of living crystal scattered around the area of Sky Point is considerable, and might very well draw adventurers and merchants to this area, hoping to claim as much of this material as possible.

DRAGONS

The dragons present during the assault, consisting mostly of adult dragons, but also Vasdenjas and Aban, allow the Barsaivian airship fleet to lead the assault, and hang back, ready to aid their allies as needed. The dragons are here to help the Barsaivian forces, not fight the battle themselves. When the Theran ground troops confront the Barsaivian ground troops, a pair of adult dragons, Greissval and Lotiara (see **Vasdenjas** in the **Dragons** sourcebook) swoop down and use their Dragon Breath to cut a

swath through the Therans. When the Therans from Grimeye's Crossing attack from the north, Vasdenjas moves to aid the Barsaivian forces.

DESPARATE MEASURES

Though the battle begins to sway in favor of Barsaive, the Therans have a trick up their sleeve, one that will have significant and devastating consequences.

After his retreat from Triumph, General Nikar Carinci fled for Great Thera, that he might alert his superiors and the First Governor of the attacks made by Barsaivian forces. Realizing that the allied forces of Barsaive are making good on their Declaration of War (see **Declaration of Separation and War**, above), the Therans correctly assume that the Barsaivians are now concentrating their efforts against Sky Point and/or Vivane. In order to better understand the situation, the Heavenherds perform a ritual version of the Viewpoint spell, hoping to establish viewpoints between Thera and Vivane, and between Thera and Sky Point. The spell connecting to Vivane doesn't work, since the Therans are unaware of the arrival of the Horror Cloud. The spell to Sky Point works, the Therans on the Great Thera look out on the plains to the north of Sky Point and see the amassed forces of Barsaive, including a number of their own captured airships and 3-4 dragons.

Believing that the Barsaivian forces may not stop at Sky Point, the Therans decide they must act now. In an attempt to strengthen their forces and bolster the magical defenses of Sky Point, the Heavenherds use ritual magic to direct a strong 'pulse' of magical energy towards Vivane and Sky Point. This 'pulse' of magic energy is channeled to a Locus (the magical batteries used by the Therans to control the world' s magic level) located beneath Vivane. The close proximity of Sky Point to Vivane will allow this same 'pulse' of energy to connect to Sky Point as well. Unfortunately for the Therans, they are not aware of the Horror Cloud's presence over Vivane. The convergence of the Theran's magical boost and the Horror Cloud result in a magical explosion of sorts within a few minutes of the 'pulse' reaching Vivane.

In the minutes before the implosion, Theran magicians at Sky Point make good use of the boost in magical energy, turning one of the large crystal spotlights mounted on one of the towers into a magical cannon of sorts, capable of delivering powerful blasts of magical energy. These blasts can be directed at individual targets, including ground troops, airships, or even the dragons. The Therans use this cannon to strike at a number of airships, including the captured kila and two of Throal's galleons, and at the ground forces, slaying hundreds of Cara Fahd orks, primarily those of the Broken Fang and Metal Fist tribes (fusing the ground into glass where the blasts strike). They are also able to target and strike one of dragons involved in the assault. The dragon they strike is the Master of Secrets, Vasdenjas.

Death of a Dragon

One of the targets the Therans hit with their magical cannon is the great dragon Vasdenjas, who joined the battle after being inspired by Vestrivan's sacrifice in helping the dragons move the Horror Cloud from Stormhead to Vivane.

Vasdenjas should be struck from behind while swooping into save a Barsaivian airship (or something similarly heroic and unselfish). When the magical blast strikes Vasdenjas, it produces a massive explosion of energy, nearly blinding everyone within a radius of several miles. This blinding flash and explosion distracts nearly everyone involved in the battle, causing a momentary lapse in the fighting, while the dead body of Vasdenjas falls to the ground below, crushing several Theran troops under its massive weight.

[[Note: This might be an appropriate time for the Earthdawn to reappear (see below), since the attention of the participants in will have been drawn to the spot where Vasdenjas was struck. It might also be cool if Vasdenjas was caught off guard by the Theran's blast because he noticed the Earthdawn dropping down from the clouds. Another possibility is that the Earthdawn descends from the clouds into the battle, drawing the attention of everyone nearby, including Vasdenjas (who is likely especially drawn to it, given its historical importance). This distraction allows the Therans to strike Vasdenjas with the magical cannon, as described above.]]

The death of their sire and master enrages both Greissval and Lotiara, and the pair attacks the Theran kilas involved in the airship battle and Sky Point itself, slaying hundreds of Theran soldiers on the

platform, as well as several on the airships. As soon as the outcome of the battle is settled (i.e. once Sky Point collapses), Lotiara flies off towards the north west, to find Mountainshadow or Icewing and inform them of Vasdenjas' death.

Within a few hours of the dragon's death, dozens of dragons from all across Barsaive, including all the great dragons from the Dragons sourcebook (excluding the Outcast, naturally) descend on the area, in order to perform the Dance For the Fallen (see **Dragons**). In the days following Vasdenjas' death, the great dragons of Barsaive engage in the Rite of Succession, contesting ownership of Vasdenjas' possessions. They also need to appoint a new Loremaster, a role held by Vasdenjas.

Death Arises: Just as the dragon's body hits the ground, a massive astral form arises from the corpse and instantly attacks any and all targets nearby, both Theran and Throalic alike. The astral form disappears within a few seconds, after it's been able to attack a few times. This astral form is intended to be a mystery, but one possibility is that it is in fact Death freed from its prison under Death's Sea.

One after effect of this is that for a period of 3 days after the battle, any character who dies (or died) during **The Assault on Sky Point** cannot be brought back to life via **Last Chance Salves** or **Death Cheat Charms**, though the **Journey to Life** spell might still work.

The Collapse of Sky Point

After the Therans begin to target the magic cannon at Barsaivian airships and ground troops, the captain of the crystal ship pilots it on a collision course with the pillar beneath Sky Point Palace. At this point, the captured Theran airships commanded by crystal raiders follow suit, heading straight for the pillars on either side of the pillar beneath Sky Point Palace. The crystal raiders intend to smash the pillars and collapse Sky Point once and for all.

Smashing into three of the pillars at once, the crystal raiders topple the platform, which collapses and falls nearly 800 feet, crushing the city of Vrontok and all of its remaining inhabitants. Most of the crystal raiders aboard the ships that collide with Sky Point's pillars are killed, unable to escape before the platform crushes them.

Explosion Over Vivane

In Vivane, the presence of the Horror Cloud (which is in effect an opening into astral space) draws the magical 'pulse' into astral space, which creates a link between the corrupted astral space of the Horror Cloud and the Locus beneath Vivane. This results in an overload of the Locus, causing a massive magical explosion. This explosion results in a number of specific effects:

- A wave of corrupt magical energy spreads across Vivane and spreads to the nearby area, permanently corrupting the entire region surrounding the city. The city is now a corrupt ruins, with a permanently corrupt Locus beneath it.
- The corrupt wave sweeps over the bodies of the recently killed people of Vivane unfortunate enough to be caught in the city when the Cloud arrives. This wave causes many of these people to be raised as a variety of forms of undead creatures, including cadaver men, wraiths, demi-wraiths, spectral dancers, and ghouls. In some cases, the wave transforms some Name-givers into Horror Constructs.
- The backlash of this explosion flows to the nearest Locuses, including one at the Theran stronghold at Bukara, effectively destroying the Theran's next nearest base.
- The backlash might also cause odd magical effects in other areas of Barsaive, such as in the Wastes and Badlands.
- At the battle near Sky Point, just after Vasdenjas is killed, the Theran magical cannon goes out of control, shooting random blasts into the sky, striking a couple of the Theran airships, blowing them from the skies. A few minutes later, the cannon erupts in a massive explosion, shooting magical blasts at each of the captured Theran airships that contain the mini-Loci, overloading these devices, causing the ships to slowly spin out of control. (This alleviates any concern that the players characters might end up with one of these mini-Loci or one of the captured Theran airships).
- The explosion of the magical cannon causes a wave of corrupted magical energy to sweep across the battlefield, causing all adepts within 2 miles of Sky Point to suffer the equivalent of Circle 5 raw magic

(Step 17) damage. This effect automatically affects all adepts in the area, but does NOT result in Horror Marks.

• The last, and perhaps most significant result of the explosion is the splitting of the Horror Cloud into a number (6 - 8) of smaller Horror Clouds that move out from Vivane and spread across Barsaive, criss-crossing the province.

THE RETURN OF THE EARTHDAWN!

During the siege of Sky Point, the Earthdawn, the airship thought lost since the earliest days of the end of the Scourge, descends from the clouds, joining the battle against the Therans. The appearance of the Earthdawn might occur just after or just before Vasdenjas is struck by the Theran's magical cannon. If it occurs before, it could prove to be the distraction that allows Vasdenjas to be hit, and the dragon's death would occur immediately after the ship appears. If it occurs after, it might appear mere moments after the dragon's body has fallen to the ground.

Note to Authors: The arrival of the Earthdawn is not meant to be a pivotal turning point in the battle, as that would be a bit too much *deus ex machina*. However, the return of the Earthdawn allows us to introduce new elements into the world of Earthdawn, in the form of the Captains and Ship's Logs as it traveled around the world. It is very possible that we'll be producing a book in 1999 based on this idea, and this is the best place for the ship to return, as it allows it to return 'on screen' or in front of the player characters. We'd like some ideas for the role of the Earthdawn in this battle in your proposals. It can be fairly significant (though not crucial) or it can be relatively minor. The point is, the Earthdawn returns to Barsaive from where ever it's been, during this battle.

THE END OF THE BATTLE

The collapse of Sky Point, combined with the dragons assault on the kilas and the magical explosion signal the effective end of this battle. The few remaining Theran airships group and head west for Bukara (where they'll meet with an unexpected and unpleasant surprise), while any surviving ground troops retreat.

Important Characters

Aban
Vasdenjas (dies at the hands of the Theran Magical Cannon)
Lotiara (raised by Vasdenjas)
Greissval(raised by Vasdenjas)
Firedancer (from the Dragon Mountains, allied with Mountainshadow)
Smokeweaver (from the Dragon Mountains, allied with Mountainshadow)
Crystal Raider ship captains
Admiral Tularch
General Crotias

Possible Adventure Ideas

Most adventures related to the Siege of Sky Point will take place before the siege itself. A couple of ideas for adventures based on this event are described below.

Escorting supply caravans to the gathered forces near Sky Point

• **Into Vrontok**

The characters must sneak into Vrontok beneath Sky Point and instigate a slave rebellion in order to prompt the people of the city to evacuate before the siege of Sky Point begins in earnest.

• **Sabotage**

The characters must approach Sky Point, and using spells developed by magicians working with the Barsaivian Resistance of Vivane, sabotage the magical defense of Sky Point.

Possibilities for Character Involvement

Onboard the captured Theran Airships (necessitating escape upon collision with the pillars, or when the Mini-Locus burns out)

Onboard the drakkars with the crystal raiders (joining in the assault on the platform)

Among the ground forces

Possible Future Product Tie-Ins

• **The Ruins of Sky Point**

The ruins of the collapsed Sky Point platform and the surrounding area are a veritable treasure-trove of magical materials and items, including hundreds (if not thousands) of kernels of True elements, thousands of pounds of living crystal, and all of the objects left in Sky Point and Vrontok before the collapse. Though it might be enough for a book on its own, the ruins of Sky Point would probably be better as a portion of another book, perhaps one that details the ruins of both Vivane AND Sky Point (and possibly even the current status of Triumph).

• **The Journal of The Earthdawn: Legends of Earthdawn Volume III**

The return of the Earthdawn can introduce information about any number of different places and cultures to the game. Some of these include inner Fekara, Cathay, Araucania, Aznan, the region north of Barsaive (including Shosara and Sereatha).

• **The Horror Clouds of Vivane**

The smaller Horror Clouds created by the magical explosion at Vivane could be the basis for a very cool adventure collection in which the clouds must be tracked down and destroyed. This could involve journeys into astral space or to one or more of the netherworlds. Depending on where these clouds move, one or more adventures might involve a race against time before the cloud reaches some place of importance, such as Throal, or Travar.

TELLING THESE STORIES

The current plan is to tell the stories of these events in a product that combines adventures, source materials, and campaign guidance into one 112 - 128 page book, similar in format and style to **Prelude to War: An Earthdawn Epic**

This product is in essence, a packaged **Earthdawn** campaign story, providing the gamemaster all the information he needs to incorporate the events and stories we wish to tell into his campaign.

Each of the **Events** described above (as well as the **Declaration of Separation and War** and the **War Fronts**) will have a section of the book devoted to it. Each section will provide:

• An Overview of the Event. What occurs, why, who's behind it, etc. This gives the gamemaster the background information he needs to best fit the event into his campaign. This section also includes descriptions of important characters, magical items, etc. that are involved in the Event.

• A number of ways to introduce the Event in a campaign, including rumors, legends, brief encounters, etc.

• A number of brief adventure suggestions based on the event (some of these are listed in the event descriptions). We can present these in an abbreviated adventure format, allowing to provide a structure for a large story without taking up lots of space.

• The outcomes and/or repercussions of the Event, and how the current situation in Barsaive is affected by the event.

WHAT DOES BARSAIVE LOOK LIKE AFTER ALL THIS??

So, after all these events have played out, how has Barsaive changed? What follows is listing of some of the changes wrought by the events described above. Note that these are not all the possible outcomes, just the most obvious and expected.

THE THERAN EMPIRE

The Theran Empire has effectively been driven from Barsaive and Vivane Province. In addition, the next closest Theran stronghold at Bukara was destroyed by the backlash from the explosion at Vivane. Given the tremendous loss of resources, and the struggles they're having elsewhere in their Empire, the Therans choose to abandon Barsaive for now, while they shore up their strength elsewhere.

They will continue to send spies to monitor activities in Barsaive, planning to strike back when the time is right.

THE KINGDOM OF THROAL

Throal has lost much of its military, and its King. As Neden has no heir to the throne, this results in civil war in the kingdom, as the various Noble houses duke it out for control. This could eventually lead to a splintering of the dwarves as some of the Noble houses leave Throal with hopes to rebuild the ancient Kingdom of Scytha. Of course, since that ancient kingdom is Horror-infested (or at least thought to be Horror-infested), the rebuilding of Scytha will not be an easy task.

CARA FAHD

The military strength of Cara Fahd is significantly weakened, as thousands of orks were killed in the siege of Sky Point, most of them at the hands of the Theran's magical cannon. The most seriously hurt are the Broken Fang and Metal Fist tribes, who had been the two strongest tribes up to that time. This forces these two tribes to further unite, a trend that spreads throughout the ork nation, as the tribes' leaders realize that the only chance for survival is unity.

THE CRYSTAL RAIDERS

Between the sieges of Triumph and Sky Point, the crystal raiders have lost a significant number of ships and raiders. Despite their losses, however, the crystal raiders view the battles as successful, as they have finally had their vengeance against the Theran Empire for the Battle of Sky Point. The war also helps smooth some the conflicts between the trollmoots. Though no formal alliances result, the building tension between the various moots lowers to a mild simmer.

THE T'SKRANG AROPAGOI

The t'skrang aropagoi of the Serpent River are virtually unchanged, and supplanting Throal's role as a unifying force in Barsaive.

Also, the Free Trade Compact is renegotiated, granting House K'tenshin access to more the river, specifically the western shore of the southern stretch of the Coil River.

Another possibility is that Aban releases the t'skrang of House Henghyoke from her domination, allowing them to join the rest of the t'skrang.

IOPOS

Iopos and the Denairastas remain virtually untouched by these events, with the notable exception of their claiming of Jerris. If anything, their position is stronger than ever. Though not responsible for any of these events, things have progressed just as they had hoped and planned; the Theran Empire has been driven out of Barsaive and the Kingdom of Throal is on the verge of civil war.

THE DRAGONS

Having achieved their goal of driving the Impertinent Ones from Barsaive, the dragons return to their more isolated behavior, and begin plans for dealing with the children of the Outcast and their plans for conquering Barsaive. They also address some of the concerns raised about a few of the dragons described in the **Dragons** sourcebook.

TRIUMPH

The behemoth, while free of Theran occupation, cannot be removed from the Ayodhya Liferock. However, with the removal of the Therans, the elemental energy of the Liferock is no longer being drained, and it may eventually recover, albeit, beneath the fortress.

For the time being, Omasu claims the fortress as the base of operations for the Overland Trading Company. The Liferock Rebellion, its primary mission accomplished, largely dissolves. However, at the request of Icewing and Mountainshadow, Omasu maintains a small network of spies and operatives to monitor and observe the actions of the Denairastas.

SKY POINT AND VIVANE

Sky Point has been toppled, and is now a massive ruins of stonework and rubble. It is also a source of vast amounts of True elements and living crystal, and becomes a haven for adventurers, magicians and merchants.

Vivane has been reduced to a smoking, corrupt ruins, occupied by all manner of undead creatures, brought to a state of undeath by the Horror Cloud explosion. Like Sky Point, the ruins of Vivane become a popular adventuring site, as countess treasure, both magical and monetary, lie in the corrupt ruins. Most significant is the presence of the corrupt Locus, a magical artifact of tremendous power.

THE HORROR CLOUDS

As a result of the Horror Cloud explosion over Vivane, a small number (6 - 8) of smaller Horror Clouds now move across Barsaive, killing those unlucky enough to be caught in their path. Over time, some of these clouds may very well grow in size and power, to the point where they could be a serious threat to one or more of the larger cities of Barsaive, such as Travar or Urupa, or even to the Kingdom of Throal.